



INTRODUCTION

Although most attributes of EnSight parts can be edited either through the appropriate Quick Interaction area or the Part Mode icon bar, full control is provided by the Feature Detail Editors for the various part types. Full control over variables (e.g. activation, color palette editing, and new variable calculation) is also provided through a Feature Detail Editor.

BASIC OPERATION

You can open the Feature Detail Editor by either selecting the appropriate item from the Edit > Part Feature Detail Editors menu or by double-clicking the appropriate part icon in the Feature Icon bar. All Feature Detail Editors (except the one for Variables – see [below](#)) contain the same basic components:

Menu:

File (these items are only available for the Variables Feature Detail Editor – see below)

Edit

Select All: Select all parts listed in the dialog's parts list

Copy: Make a **copy** of the selected part(s)

Delete: **Delete** the selected part(s)

Immediate Modification: If on, all changes in the dialog have an immediate effect. If off, the Apply Changes button at the bottom must be clicked to apply your changes (good for batching several expensive changes).

View

Show Selected Part(s)...: Open the Selected Part(s) window to display only the selected parts.

List of variable/part icons; click to change to the desired Feature Detail Editor type.

Parts list of the current Feature Detail Editor type; lists only those parts of the current type. (For example, the contour Feature Detail Editor is shown and only the current contour parts are listed.)

Description of the currently selected part in the parts list. Click to type, make changes, and press return.

Creation Attributes section. This section (which is missing for Model parts) is unique to the Feature Detail Editor type and controls part-specific attributes (e.g. the isovalue of an isosurface).

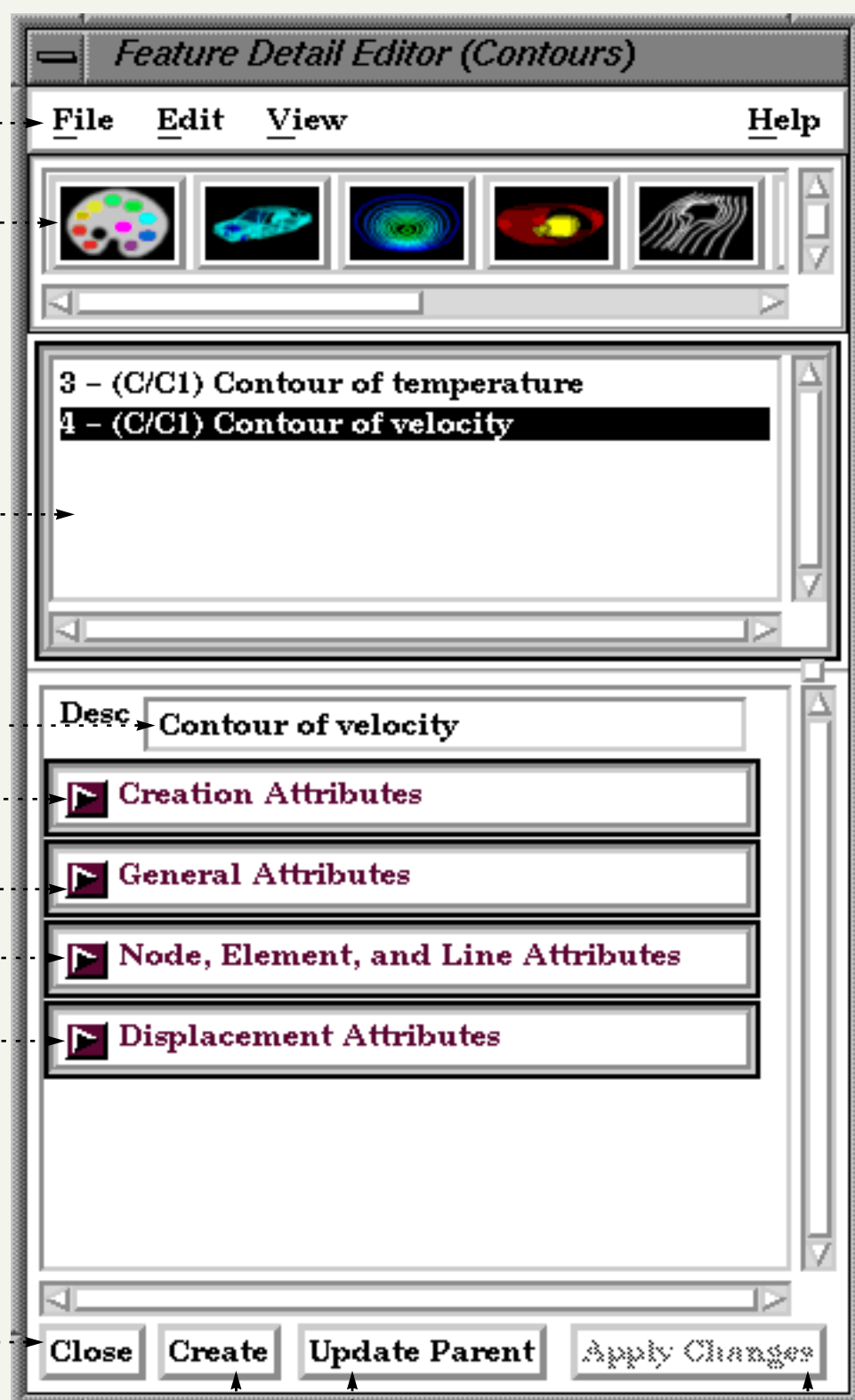
The remaining sections (General, Node/Element/Line, and Displacement) control attributes common to all part types. See [How To Set Attributes](#) for more information.

Click to Close the Feature Detail Editor dialog.

Click to Create a new part based on the attributes as currently set and with parent part(s) as selected in the Main Parts list.

Click to change the parent part(s) of the selected part(s). The new parent part(s) must be selected in the Main Parts list.

Click to apply any changes you have made (only active when Immediate Modification is toggled off in the Feature Detail Editor Edit Menu).





The Feature Detail Editor for variables is different from the part Feature Detail Editors:

1. To open the Feature Detail Editor for Variables either select **Edit > Variables Editor...** or double-click the **Color** icon in the **Feature Icon bar**.



Menu:

File

Save Selected Palette(s)...: Write palettes for selected variables to a disk file

Save All Palettes...: Write palettes for all variables to a disk file

Restore Palette(s)...: Load palettes from a disk file

Edit

Select All: Select all parts listed in the dialog's parts list

Immediate Modification: If on, all changes in the dialog have an immediate effect. If off, the Apply Changes button at the bottom must be clicked to apply your changes (good for batching several expensive changes).

View

Show Selected Part(s)...: Not available in Variables Feature Detail Editor.

List of available variables. Click to select a variable.

Buttons to control variable activation/deactivation. See [How To Activate Variables](#) for more information.

Variable Summary and Palette section. See [How To Edit Color Palettes](#) for more information.

Variable Creation section. See [How To Create New Variables](#) for more information.

Click to Close the Feature Detail Editor dialog.



Click to apply any changes you have made (only active when Immediate Modification is toggled off in the Feature Detail Editor Edit Menu).

SEE ALSO

Most of the creation attributes for parts can also be set in the Quick Interaction area for the part type. See the [How To](#) article for the desired part type for more information.